

# DARK HARVEST

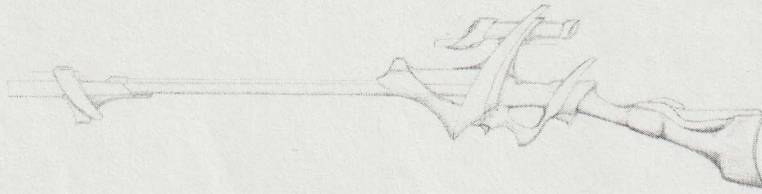
Production Design Document  
CONFIDENTIAL DOCUMENT

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## RIFLE



Rifle concept sketch

This is a weapon acquired from the Hunters, a beam weapon that fires very fast shots.

**Alt-Fire:** Sniper scope

**Upgrades:** Sniper scope, reflective shots

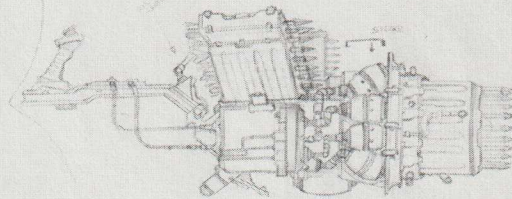
*heat sensor ?*

## DART GUN

Another Hunter weapon, which shoots glowing darts at a rate of about 2 darts / second. Darts have a 50% chance of sticking in walls (else, they shatter and vanish; would be cool to have the darts stick in creatures as well.) If they stick in the walls, Tommy can retrieve the darts and reuse the ammo.

**Alt-Fire:**

**Upgrades:**



Dart Gun concept sketch

## BFG

This is a weapon devised by the Hidden, who are forced to scavenge technology from across the Sphere and wherever they happen to be currently hiding from the Keepers. As such, its base mode, while weak, is incredibly versatile; it is a hobby of sorts among many Hidden to develop new accessories and modes for the weapon. Tommy will get a BFG from the Hidden early on, and have access to many upgrades and mods on this weapon over the course of the game. Though it is weak at first, eventually this is the most powerful weapon in the game.

**Alt-Fire:**

**Upgrades:** Many, building in power until the Keeper-killer mod is found in Act Three.

**Note:** Possibly make this weapon modifyable (ala crystals in Diablo 2.)

## ACID CRAWLER

Small creatures with an explosive biochemistry, they can either be thrown or placed like mines.

Found living around the Sphere, the player will be able to tell they are nearby by the web-like secretions they leave nearby. These secretions can also act as tripwires; if the player disturbs the web the slug panics and explodes.

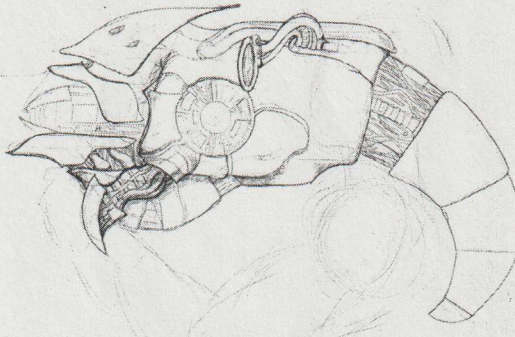
Tommy activates these by ripping off the legs and throwing them at a target. Occasionally, a leg might remain, and when the crawler hits the ground it will slowly crawl towards the nearest living creature before exploding in spite.



**Alt-Fire:**

**Upgrades:**

## ROCKET LAUNCHER



Rocket Launcher concept sketch

This is a weapon used by the Harvesters to kill the hardy creatures that live on the outer shell of the Sphere.

**Alt-Fire:** - *detonate early?*

**Upgrades:**

**Notes:** Despite the current name, needs to made more than a plain old boring rocket launcher. However, shouldn't be made too off-the-wall; we need a missile-type weapon in the game.

## SOUL STRIPPERS

As the group forced to work right on the edge of the deadly Wraithlands, the Harvesters have long sought a weapon that might allow them to effectively combat the Wraiths. With the Soul Stripper they may have finally found it—the weapon can draw in the spirit-like Wraiths, then use the captured creature as ammunition. And if the Soul Stripper is shot at a Wraith—if one Wraith is shot into another—the result is an extra-large explosion.

**Alt-Fire:**

**Upgrades:**

**Notes:** This weapon, with its Wraith ammunition, is especially effective against Keepers, though it cannot kill them.

## ACID SPRAYER

Another bioweapon, but this one synthesizes acid and bile and sprays it in a 25-foot arc. Highly effective against flesh, less so against metal, this weapon is also dangerous to the wielder—use can leave behind dangerous pools of acid on the ground.

*burn to the bone?*

## TETHER GUN

A bulky weapon primarily developed for the Centurions guarding the Keeper Fortress, it is also used to defend key points of the Sphere, like the wall guarding the Wraithlands. It is incredibly powerful, but also requires an enormous amount of power to use. Power transfer rings can be found in the developed parts of the Sphere, and when standing inside them the Tether Gun can be